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THE OFFICIAL STAR TREK[®] FACT FILES 209



Dr. Beverly Crusher
Guide to the 24th-century physician

Profile on Kurros
Spokesman for the 'think tank'

Tsunkatse Arena
Alien death ring



The Brenari
Subjugated telepaths

Wanted - Liam Bilby
Orion Syndicate operative

U.S.S. VOYAGER NCC-74656
Icy death in an alternate timeline



Jupiter Station Laboratory
Home to a holographic pioneer



ISSN 1364-3983
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THE OFFICIAL STAR TREK[®] FACT FILES



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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 140

THE BRENARI



OTHER GROUPS
AND RACES

The **Brenari** are a peaceful race of telepaths who show no sign of being the deadly threat the xenophobic **Devore Imperium** considers them to be. Fleeing persecution, they are forced to rely on the generosity of others for survival.

Outward distinctions between humanity and the **Brenari** race of the **Delta Quadrant** are few. The obvious visual differences between the species are small, but include two distinctive protuberances that run parallel from the bridge of the Brenari nose to the forehead, one on either side of the nasal bridge. These appear to have no specific purpose, but are noticeably longer on adult Brenari than on their children.

Mind over matter

Where the Brenari differ considerably from humans is in their mental abilities; they are telepaths, although their main method of communication is verbal. These indigenous mental powers are quite pronounced, and develop within the Brenari long before the onset of puberty. At an early age, Brenari children are more than capable of reading the unshielded thoughts of others, although they are also aware that this is not considered acceptable behavior by those outside their own species.

A detrimental effect of the telepathic endowment is that it renders the Brenari incapable of totally concealing anything from their children; when an adult is concerned, their offspring can pick up on this anxiety and it is transferred as a matter of course.

The Brenari social

structure appears to have developed along similar lines to humanity. There are two genders, male and female, and the typical family unit comprises two parents and their children. Unusually for alien races, there is very little variation in skin tone among the Brenari, with almost all having minor variations of pink-tinged epidermis.

Brenari males are prone to going bald in later life, but personal vanity is not such that any means of disguising the condition is in widespread use. This lack of self-consciousness is consistent with the attitude adopted by the Brenari to modes of dress. Clothing is functional rather than

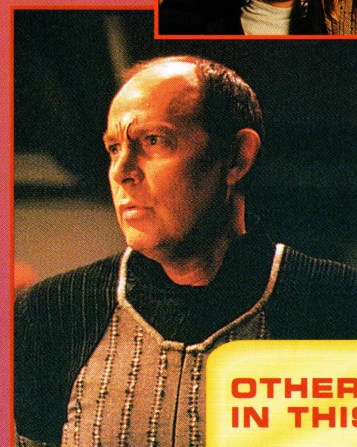
decorative, and darker colors abound. The Brenari are just as prone as other races to cumulative acute cellular degradation, stemming from being placed in **transporter** stasis for prolonged periods.

Space race

The Brenari culture is significantly advanced. Astrophysics has evolved to a point where those who have studied the science can predict to within 2000 kilometers the likely appearance of a transportation wormhole, and the potential duration its aperture will remain a point of access. With such knowledge of spatial phenomena, Brenari society



▲ **Brenari society appears to be centered around nuclear families, comprising a male and female parent, and a small number of children. Families of traders travel together on small freighter ships.**



▲ **Older male Brenari have a tendency to lose their hair, but do not appear to be terribly self-conscious about this.**

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- 74 THE ENARANS
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- 139 THE MARI

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STAR TREK: VOYAGER..... File 71

FINDING A HOME

Free to roam

Ironically, the Brenari refugees want the same thing as their Devore persecutors: to remove themselves from Devore Imperium space. Unfortunately, this is not enough for the Devore, who insist on catching the telepaths and interning them in concentration camps rather than simply letting them disappear through a wormhole.



▲ **A small wormhole with an unstable Delta Quadrant terminal offers an escape route for the Brenari.**

▼ **Many aliens, such as Dr. Torat and the crew of VOYAGER, are prepared to help the Brenari.**



Designation	Brenari homeworld
Class	M
Quadrant	Delta
Inhabitants	Humanoid telepaths
Government	The Brenari encountered by the U.S.S. VOYAGER are refugees; no information is known about the infrastructure of their homeworld.
Environment	The Brenari are perfectly at home in a standard Class-M atmosphere.
Remarks	The Brenari are telepaths, which puts them in danger of persecution by the violent and xenophobic Devore Imperium.
Starship log	STAR TREK: VOYAGER 'Counterpoint'

GALAXY FACTS

- ▶ Among the many advanced technologies with which the Brenari are familiar is fluidic alloys that can be used to power starships, such as one known as Mercurium Isochromate.
- ▶ The Brenari have heard of instances in which even Devore Imperium inspectors have been willing to help their refugees reach safety.

has naturally progressed to a level supporting space travel, and many Brenari have amassed a wide knowledge of the worlds and species beyond their own system. A group of Brenari rescued from a malfunctioning craft by the *U.S.S. Voyager NCC-74656* are nonetheless a little surprised to encounter races as corporeally diverse among the crew as **Vulcans** and **Talaxians**.

The Brenari familiarity with other worlds extends to renowned individuals from other races; the rescued freighter captain is able to suggest the noted scientist **Torat** as a possible source of aid. While Torat's reputation is formidable, so is his wish for isolation, yet the Brenari know of him and his achievements.

Trade is commonplace

between the Brenari and other worlds, and it is not unusual for entire family groups to accompany the traders and their helpers aboard **Brenari freighters** during their excursions. The emphasis on the togetherness of the family unit even takes precedence over an awareness of the assorted dangers **Brenari freighters** may encounter during their trading trips. Indeed, many of the extended family group can participate in duties such as piloting craft.

The Brenari's knowledge of other worlds is gained through firsthand exploration, and the race is aware of which sectors of the Delta Quadrant are likely to be unwelcoming. This is due to the natural misgivings and suspicions a telepathic species prompts among those who do not

share their abilities. An area of particular danger is the considerable expanse of the **Devore Imperium**, populated by a race with an almost pathological mistrust of telepaths, and who operate an open policy of systematic persecution.

Grim fate

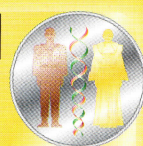
The best apprehended Brenari can hope for is to be placed within detention camps alongside all who aid them. Also referred to as 'relocation' camps, many telepaths who enter these prisons never survive to see the outside world again. Whereas the Brenari's innate abilities would prove a method of defence against most species, it has no effect on the Devore troops who are usually the first line of contact. These soldiers have received

years of training in order to become conditioned to the point where they are able to resist telepathic probing. Sensibly, it is the usual course of action among Brenari space travelers to avoid all contact with the Devore. The necessity to travel through Devore space is a limiting factor on space travel; a safer voyage results from avoiding the area entirely, but this greatly prolongs the journey times. The Brenari are fully aware of those operating within Devore space who guide

▶ Continued exposure to transporter suspension hides the Brenari from the Devore, but has a detrimental effect on their cellular structure. Continued use of the transporter buffer may lead to a number of fatalities.



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

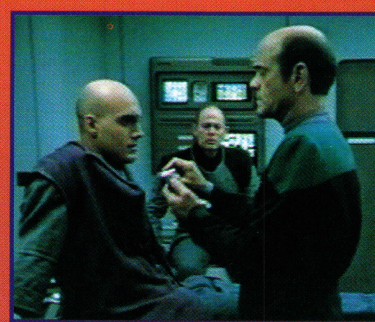
CARD 140

THE BRENARI



▶ A group of Brenari children are captivated by Neelix's stories of Flotter and Trevis.

▶ The telepathic Brenari children easily pick up on their parents' growing anxieties.



▶ Devore agents carry out inspections of the ship on which the Brenari are hiding. The crew are taking a great risk by carrying the telepaths

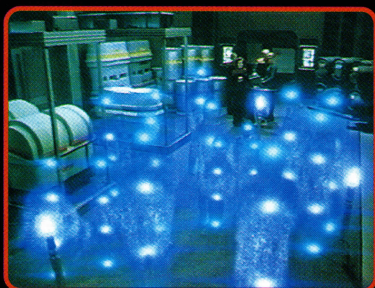
HIDING IN THE TRANSPORTERS

Safe haven

More than a dozen Brenari of all ages are rescued from their damaged freighter by the *U.S.S. Voyager NCC-74656*. Despite the significant inconvenience of repeated inspections from heavily armed Devore troopers, Captain Janeway undertakes to transport the Brenari to safe territory, initially agreeing to meet a friendly ship that will guide them home.

During the Devore inspections, the Brenari are concealed along with *Voyager's* Vulcan and Betazoid crew members. This is achieved by a method of transporter stasis, whereby they are transported, but not to specific coordinates, and held in this void until the danger has passed. This process has possible complications, however, as repeated incidents can lead to irreversible cellular disintegration. The threshold for safety is approaching, making the Brenari refugees' plight all the more dangerous.

It is ironic that the Brenari refugees eventually escape to safety using refractive shielding on shuttlecraft supplied by Commander Kashyk, during a deception in which he intended to betray them. This enables them to avoid detection by nearby Devore, and open a wormhole through which they can escape.



▶ The Brenari are kept in transit between one transporter coordinate and the other. Captain Montgomery Scott used this method to survive in a transporter buffer for more than seven decades.

▶ Devore Inspector Kashyk pretends to want to help the Brenari, but intends to betray them all.

▶ Once the Devore inspectors have left the ship, the Brenari can safely be rematerialized in the cargo bay – until the next inspection.



The Guide to the STAR TREK Galaxy

FILE 1 CARD 29

THE SULU INDEX

Hikaru Sulu serves as the helmsman of the *U.S.S. Enterprise NCC-1701* and *NCC-1701-A* under Captain James T. Kirk. He later goes on to prove himself as a starship captain in his own right when he takes command of the *U.S.S. Excelsior NCC-2000*.

Sulu's Starfleet Career



FILE 43 CARD 7

Hikaru Sulu dedicates much of his career to serving with **Captain James T. Kirk**. In 2290, Sulu is himself promoted to captain.

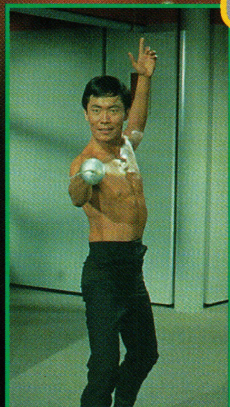


U.S.S. Enterprise NCC-1701 Helm and Navigation



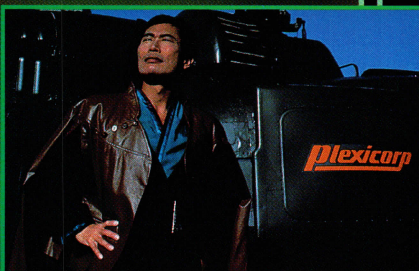
FILE 20 CARD 5B

Sulu on the U.S.S. Enterprise NCC-1701



Sulu's Hobbies

Sulu's fencing skills threaten the crew of the *Enterprise* in 2266, when he runs amok while under the influence of the **Psi-2000** virus. He is also a keen collector of antique guns.



Sulu is regarded as one of the finest helmsmen in **Starfleet**.

FILE 43 CARD 7A

FILE 43 CARD 7C

THE SULU FILES

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NCC-1701

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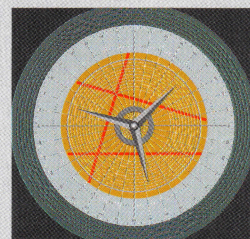
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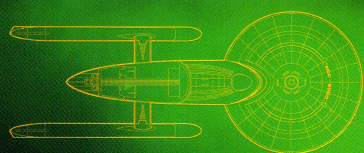
4 5

Sulu's position on the bridge of the *U.S.S. Enterprise NCC-1701* is at the helm console, directly in front of the main viewscreen.

U.S.S. Excelsior NCC-2000



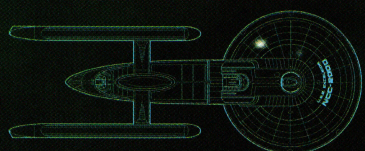
STARBOARD VIEW



VENTRAL VIEW

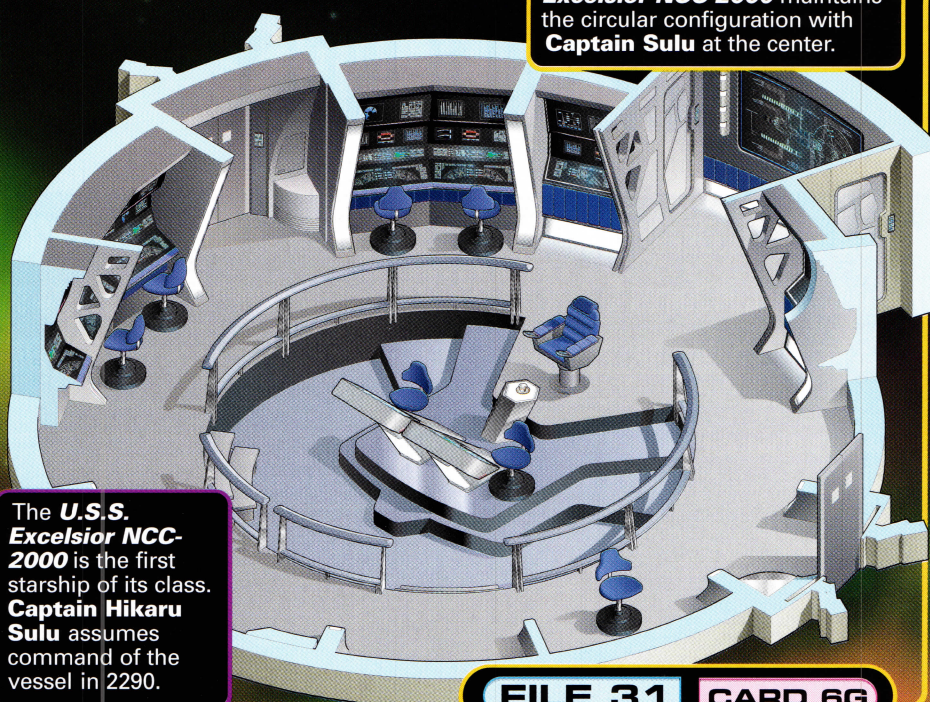


FORE VIEW



DORSAL VIEW

U.S.S. Excelsior NCC-2000: Interior



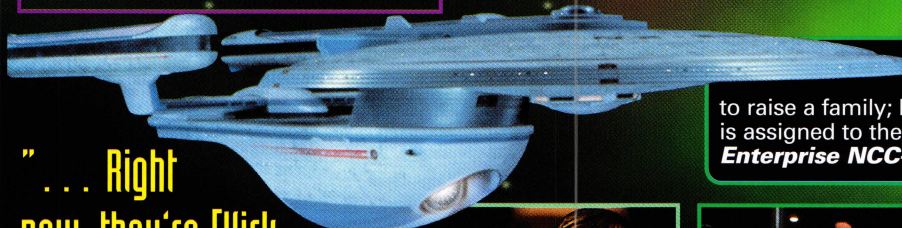
The bridge layout of the **U.S.S. Excelsior NCC-2000** maintains the circular configuration with **Captain Sulu** at the center.

The **U.S.S. Excelsior NCC-2000** is the first starship of its class. **Captain Hikaru Sulu** assumes command of the vessel in 2290.

FILE 31 CARD 6G

FILE 31 CARD 6

FILE 43 CARD 7B



"... Right now, they're [Hirk and McCoy] in trouble ... and I'm going to help them. Let the regulations be damned."

— Sulu



Demora Sulu



Captain Sulu

Despite his career, **Sulu** still finds time to raise a family; his daughter, **Demora**, is assigned to the helm of the **U.S.S. Enterprise NCC-1701-B** in 2294.

SULU STARSHIP LOG: Key episodes



'Where No Man Has Gone Before'
FILE 68 CARD 1



'The Enemy Within'
FILE 68 CARD 4



'The Naked Time'
FILE 68 CARD 6



'The Doomsday Machine'
FILE 68 CARD 34



'Mirror, Mirror'
FILE 68 CARD 38



'Flashback'
FILE 71 CARD 42



STAR TREK:
The Motion
Picture
FILE 72



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The Wrath
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FILE 73



STAR TREK III:
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FILE 74



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The Final Frontier
FILE 76



STAR TREK VI:
The Undiscovered
Country
FILE 77

The Guide to the STAR TREK Galaxy

FILE 1 CARD 35

THE DR. CRUSHER INDEX

Dr. Beverly Crusher has combined her duties as Chief Medical Officer of the *U.S.S. Enterprise NCC-1701-D* and *NCC-1701-E* with a family life, and an attempt to scale the career ladder by successfully taking Starfleet's bridge command officer exam.

THE BEVERLY FILES

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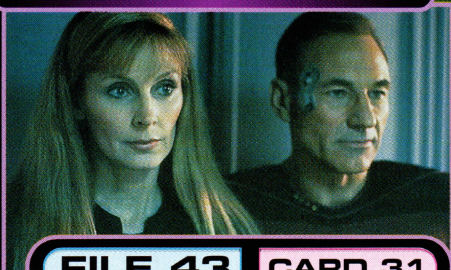
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Dr. Crusher: Early Life and Career



FILE 43 CARD 31

Jean-Luc Picard returned Jack Crusher's body to his grieving wife.

Dr. Crusher in Love



FILE 43 CARD 31C

Crusher's grandmother, **Felisa Howard** practices homeopathic remedies until her death in 2370.



Crusher finds herself falling in love with a mysterious alien named **John Doe** in 2366.

FILE 58 CARD 41

Dr. Crusher's Family

FILE 43 CARD 31A



Wesley Crusher

Beverly's son, **Wesley**, joins her aboard the *U.S.S. Enterprise NCC-1701-D* from 2364 to 2367.

FILE 43 CARD 34

Jack Crusher

Beverly's husband, **Jack**, is tragically killed during an away mission in 2354.



FILE 43 CARD 72

Beverly is a strong believer in the homeopathic remedies practiced by her grandmother.



Medical Kit

Dr. Crusher carries with her a standard-issue **Starfleet** medical kit whenever she takes part in away missions.

FILE 25 CARD 15

The *U.S.S. Enterprise NCC-1701-D*'s sickbay is an expansive facility, which also features a separate office.

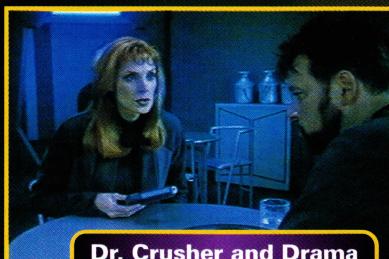
U.S.S. ENTERPRISE NCC-1701-D Sickbay

Crusher's dancing skills have earned her the nickname 'the Dancing Doctor.'



The Tap Dancing Doctor

FILE 43 CARD 31B



Dr. Crusher and Drama

FILE 69 CARD 83

Crusher is skilled at making quick diagnoses, and prescribing effective treatments.



Dr. Crusher Under Pressure

FILE 43 CARD 31D

Dr. Beverly Crusher transfers to the *U.S.S. Enterprise NCC-1701-E* along with most of the senior staff.

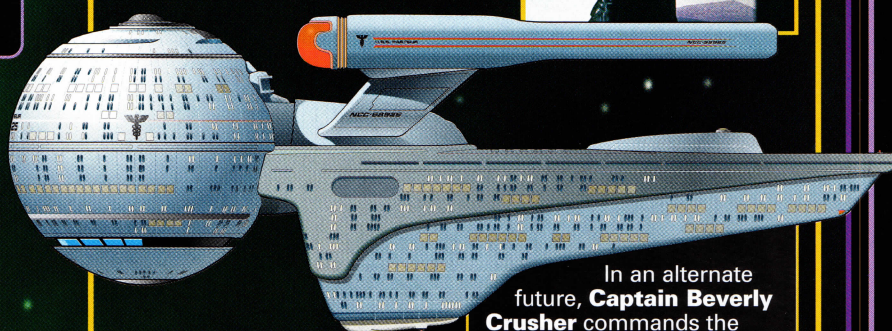
FILE 26 CARD 9

Nurse Ogawa



FILE 43 CARD 38

U.S.S. Pasteur NCC-58928



In an alternate future, **Captain Beverly Crusher** commands the Federation medical starship *U.S.S. Pasteur*.

FILE 31 APPENDIX CARD 1

"Captain, I am trying to put life back into a wounded body with sleight of hand. I'm not going anywhere." — Dr. Crusher

BEVERLY CRUSHER STARSHIP LOG: Key episodes



'The High Ground'
FILE 69
CARD 59



'Transfigurations'
FILE 69
CARD 72



'Remember Me'
FILE 69
CARD 77



'The Host'
FILE 69 CARD 95



'Suspensions'
FILE 69
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'Descent' Parts I & II
FILE 69
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'Attached'
FILE 69
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'Sub Rosa'
FILE 69
CARD 157



'All Good Things ...'
FILE 69
CARD 168



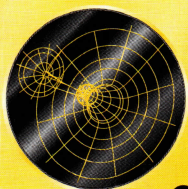
STAR TREK
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FILE 78



STAR TREK:
First Contact
FILE 79



STAR TREK:
Insurrection
FILE 80

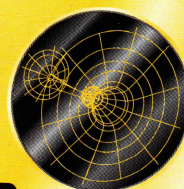


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 29H



SPACE
PHENOMENA

SAVING THE U.S.S. VOYAGER

The mutability of the timeline means that even the most terrible mistakes can be corrected. Harry Kim dedicates 15 years of his life to resurrecting the friends he doomed to an icy grave.

The greatest desire of the **U.S.S. Voyager NCC-74656** crew is to make it back to the **Alpha Quadrant**, but a glimpse into an alternate future proves how important it is that proper caution is exercised in their attempts to do so.

In 2375, a new faster-than-light **slipstream drive** promises a quick return home. The crew are understandably keen to engage it, even after **Tom Paris** detects a 0.42 phase variance in the slipstream

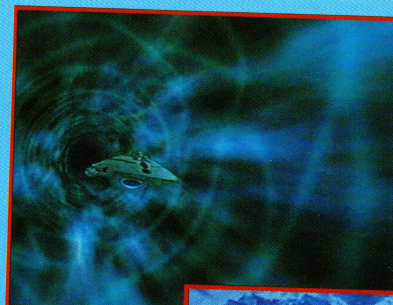
threshold. This could cause an overload in the quantum matrix, hull breaches, and a loss of structural integrity; the only possible way round the problem is for a smaller craft to 'ride the rapids' ahead of *Voyager* and map the slipstream threshold as it forms, sending phase corrections back to the larger vessel.

Risky business

The autonavigation will have only seconds to compensate, leaving very little margin for error, but

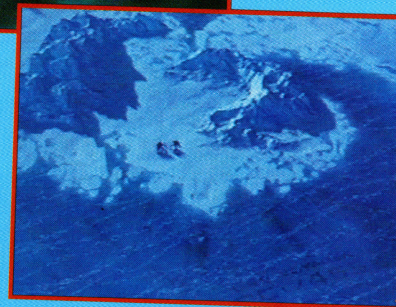
the crew decide it is a risk worth taking.

Sadly, in the heat of the moment, **Ensign Harry Kim** miscalculates and transmits the wrong data back to *Voyager*. The phase variance initially decreases, but then begins to increase again. The ship veers out of control, and the comm link with the **Delta Flyer** is severed; *Voyager* cannot even shut down the drive and leave the slipstream, as an overload in the quantum matrix has led to a loss of helm control. Just when all



Engaging the new slipstream drive promises a quick return to the Alpha Quadrant for the **U.S.S. VOYAGER**, but the device is risky and untested.

In an alternate future, **Harry and Chakotay** locate the icy grave of the **U.S.S. VOYAGER** and salvage components from **Seven's** frozen body.



The alternate timeline **VOYAGER** crashlanded on an icy planet in the **Takara** sector. It hit the planet's surface at full impact, compacting decks 9 through 14. The entire crew was killed instantly, although the **Doctor's** program is later reactivated.



seems lost, **Seven of Nine** receives a transmission through one of her cranial implants; it is a new set of phase corrections that, when initiated, dissipates the slipstream and delivers *Voyager* safely back in normal space. The new data has come from Harry, but there is one problem: he says he did not send it. Investigation of the transmission reveals a temporal displacement of 10-20 years. There is also a **Starfleet** security code embedded in it: Harry's. The new coordinates were sent by Harry Kim, but the Harry Kim of a future that will now never exist.

The *Voyager* crew will never know the full story of this Harry Kim, who survived the death of his

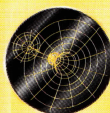
crewmates to become a bitter man plagued by the guilt of his failures. In his timeline, his mistake leads to *Voyager* being thrown violently out of the slipstream, killing everyone aboard. Harry spends the next 15 years searching for a way to correct his mistake, and a series of events provides him with a way to change history by sending a new set of phase variance corrections to *Voyager* in the past.

One of Seven of Nine's cranial implants is an

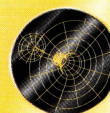
The Guide to the STAR TREK Galaxy

FILE 5 CARD 29H

SAVING THE U.S.S. VOYAGER



SPACE
PHENOMENA



SPACE
PHENOMENA

GALAXY FACTS

- Components in *Voyager's* revolutionary slipstream drive include a quantum matrix, benamite crystals, and salvaged Borg technology.
- In the restored timeline, the original *Delta Flyer* is destroyed by the Borg in 2376.

In all the timelines, Chakotay and Kim ride ahead of the U.S.S. VOYAGER in the DELTA FLYER. The small, maneuverable ship is less seriously affected by conditions inside the slipstream.



interplexing beacon, a transceiver designed to communicate with other drones – or another version of herself. Data recorded in her **chronometric node** will pinpoint the exact time to which they need to send the message – **Stardate 52164.3** – and a **Borg temporal transmitter** will allow them to send the transmission through time.

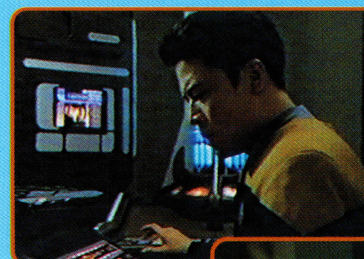
La Forge in pursuit

Kim and **Chakotay**, the only other survivor, must make the transmission before they are apprehended by **Captain Geordi La Forge** of the **U.S.S. Challenger** for violating the **Temporal Prime Directive**. The first time they transmit the new phase variants, nothing happens; in the past, *Voyager* is once again thrown out of the slipstream to its death. Kim has spent 15 years making the new calculations; he cannot adjust them again in the few minutes they have before being apprehended by the *Challenger*, but he

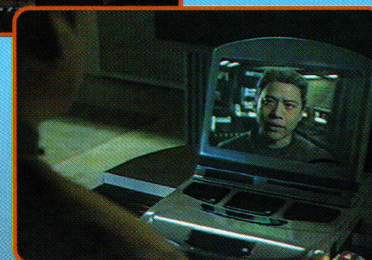
Harry steals the Borg temporal transmitter from Starfleet. It has been salvaged from a CUBE in the Beta Quadrant.



In every timeline, the Harry of 2375 makes the same mistake. The correct coordinates come from his counterpart in the future.



Somehow, although Harry's future self no longer exists, his message is still contained in the transmission and can be viewed in 2375.



In the alternate future, Kim and Chakotay find the wreck of the U.S.S. VOYAGER buried beneath the ice of a planet on the edge of the Alpha Quadrant.

does have another option. He does not know the coordinates that will get *Voyager* home, but he can send data that will disperse the slipstream before the ship is thrown out. *Voyager* will still be in the **Delta Quadrant**, but at least the

crew will live. The second transmission changes the past. *Voyager* survives, and the embittered future Harry ceases to exist anywhere but in a paradoxical message received on a starship 15 years and half a Galaxy away.

DIFFERENT LIVES

The glimpse of another path

Now that the future timeline has been erased, Harry Kim and Chakotay do not know what the future holds in store for them. They can only hope that one day they will indeed return to the Alpha Quadrant, but that they will do so along with all their *U.S.S. Voyager* crewmates. Other facets of that future, such as Chakotay's romance with Tessa Omond and Geordi La Forge's promotion to captain of the *U.S.S. Challenger*, may or may not come to pass – only time will tell.



The future version of Chakotay is a determined man who misses his friends.



Harry Kim is embittered, and has never forgiven himself for his mistake.



Tessa Omond may no longer become Chakotay's lover in the new timeline.



The Doctor spends 15 years switched off before his program is reactivated.



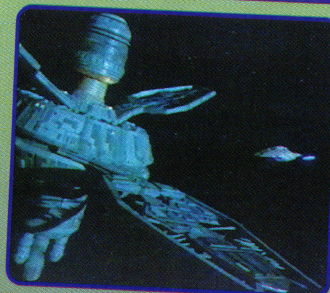
Captain Geordi La Forge commands the GALAXY-class U.S.S. CHALLENGER.

FILE 42 SPACE MACHINES, ARRAYS AND PROBES

Suspiria's Array

The presence of a second **Caretaker** is revealed to the crew of the *U.S.S. Voyager NCC-74656* in 2371 by the dying sporocystian life form. The following year, they discover a second Nacene array, populated by **Ocampa**, which they hope will lead to their return home.

SUSPIRIA'S ARRAY features three distinct levels of flat aerials.



SUSPIRIA'S ARRAY is notably smaller than that used by the **Caretaker** in 2371. Nevertheless, it shares similar design themes, and provides enough space for a number of **Ocampa** to live comfortably.



The petrified remains of the **Caretaker** begin to resonate when the *U.S.S. VOYAGER NCC-74656* comes into close proximity with **SUSPIRIA'S ARRAY** in the **Delta Quadrant**.

Ten months after the *U.S.S. Voyager NCC-74656* is transported to the **Delta Quadrant** by the sporocystian creature known as the **Caretaker**, the previously inert remains of the creature begin to exhibit signs of life. Scans of the remains show that they are resonating in response to a sporocystian energy burst 10 light years distant, and **Captain Kathryn Janeway** correctly surmises the source of the similar energy is the mate the **Caretaker** mentioned shortly before its death – although she does not realize its mate holds *Voyager* responsible for its death. Hoping this creature will be able to transport the **Starfleet** ship and its crew back to the **Alpha Quadrant**, the **Caretaker's** remains are placed in a **hexiprismatic field** in order to indicate the direction from which the energy burst came. Long-range scans eventually detect an artificial structure in deep space which, unlike the **Caretaker's Array**, does not orbit a planet but is positioned in close proximity to the area of space in which the **Caretaker's** mate, referred to as **Suspiria** by the 2000 **Ocampa** occupying the space station, exists.

External similarities

The crew of *Voyager* immediately recognizes the external appearance of **Suspiria's Array**, as it looks almost identical to the **Caretaker's Array** encountered in 2371, which was eventually destroyed by Captain Janeway to prevent its misuse by the **Kazon-Ogla**. In common with the **Caretaker's Array**, the structure can be successfully scanned by the **Intrepid-class** vessel's systems and confirms what the crew sees on *Voyager's* main viewscreen: that the overall configuration of the array is similar to the **Caretaker's**, as is the surface composition. The

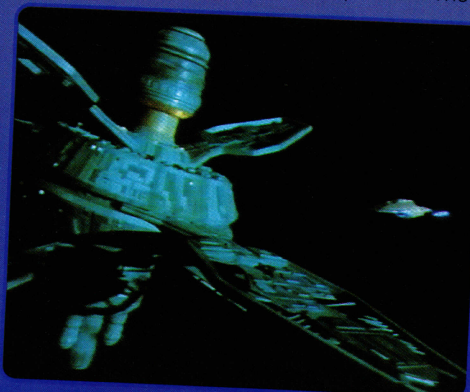
most significant difference to the **Caretaker's** structure is the size of **Suspiria's array** – it is only one tenth the size, although it still has the ability to house a significant **Ocampa** colony. Scans also reveal that the sporocystian life form does not occupy the station, but instead inhabits a layer of pure energy in **subspace** known by the **Ocampa** colonists as **Exosia**.

Suspiria's Array consists of a number of interconnected cylindrical units that form a symmetrical hub of multiple levels, denoted by the many layers of lights emanating from different parts of the structure. There is also a series of flat aerials positioned in three distinct layers, which are arranged to scan the surrounding space. The very top of the array consists of a curved cylindrical section mounted on a narrow tubular support that glows with a soft yellow white light, making the upper section stand out from the rest of the array by some distance. The exterior hull of the entire array

comprises a series of interlocking light-colored panels of varying sizes that give the outer surface an intricate texture. This illustrates the highly advanced engineering that **Suspiria** has used in constructing an artificial station capable of supporting several generations of inhabitants over 300 years.

Design and construction

The upper cylindrical support connects to a large circular section, whose outer edge angles outward from its flat upper surface, and two small aerials angle outward at approximately 45 degrees upward on either side of this upper collar. The panels of the aerials are identical in shape, and are supported by thick rectangular struts that connect to the main infrastructure. The upper set of double aerials are the same size as the panels located on the lower level of the array that angle downward at 45 degrees, producing a sphere of sensor and transmitter



Despite the smaller dimensions of **SUSPIRIA'S ARRAY**, the station still dwarfs the *U.S.S. VOYAGER*.



Tanis is one of the many **Ocampa** who live aboard the array. He holds **Suspiria** in particularly high regard.

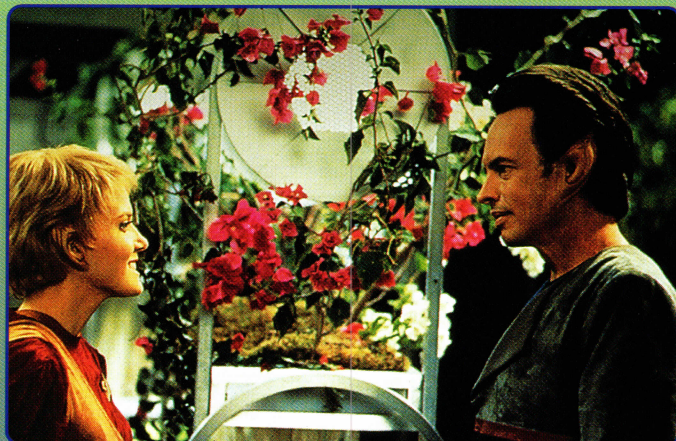


Suspiria is able to exit the subspace realm of **Exosia** and board the *U.S.S. VOYAGER* undetected in 2372.

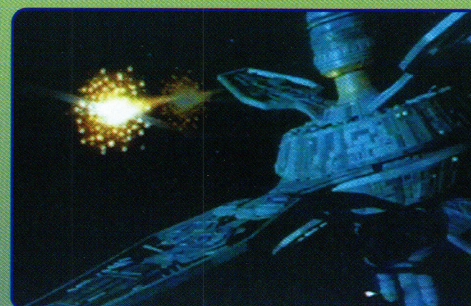
NON-FEDERATION STARSHIPS

Suspiria's Array

FILE 42 CARD 6A



▼ The *Ocampa* aboard **SUSPIRIA'S ARRAY** have flourished under her guidance. Tanis is 14 years of age, and can expect to live a further six years – far longer than most *Ocampa*.



▲ **SUSPIRIA'S ARRAY** can fire powerful energy bursts at any vessels that pose a threat to the station.

▲ Kes is overwhelmed by the discovery of a colony of *Ocampa* aboard **SUSPIRIA'S ARRAY**. She is eager to learn from them, especially in regard to the development of their psychic abilities.

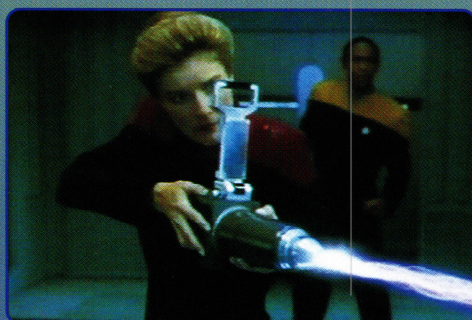


purpose. The inhabitants are isolated and protected by the creature, and are encouraged to develop their latent psychokinetic skills to extraordinary levels – **Tanis's** demonstration of his powers during his brief attempts to train **Kes** are an excellent example of this.

The interior conditions of the array are not known, as the *Ocampa* jealously guard their privacy and threaten repeated aggressive action to prevent any visitors to the station. An indication of the conditions within the array are hinted at through Tanis's remarks to Kes about the interior sterility of *Voyager* – suggesting that the array has a great deal of plant life and vegetation within its confines, more than likely developed by the *Ocampa* themselves as they continue to develop their psychic skills. Communication with Suspiria is initiated through a subspace carrier wave issued toward its region of space; a reply usually follows within 47 hours of the initial contact.

Care and consideration

One particularly impressive feature of the station, and an indication of Suspiria's care for her *Ocampa*, is the longevity of its occupants. Over the past three generations, techniques developed by the non-corporeal being have expanded the average lifespan for an *Ocampa* from the usual nine years to a possible two decades. At the time of *Voyager's* encounter with the array, Tanis is 14 years old, and his father reached 20 years of age – over twice the expected natural life span of their race.



▲ The crew of the *U.S.S. VOYAGER* develop a weapon that causes temporary paralysis in sporocystian life forms such as the *Caretaker* and *Suspiria*.

coverage that encompasses the entire area around the gently rotating array.

Directly underneath the upper collar is a larger center section that is angled inward to a longer lower collar. Connected to the intersection between the upper and center sections are the largest of the array's aerials that, unlike the smaller upper and lower panels, project at 90 degrees from the central hub. The upper and lower faces of these aerials therefore provide cover above and below the array, and form the widest parts of the entire structure.

Defensive capabilities

The lowest section of the array consists of a number of irregularly-shaped cylindrical tanks that project out of the bottom of the lower collar. Integrated into one of the shorter tanks is a formidable weapons system that has the capacity to deliver an energy burst with extreme accuracy at an approaching target. An identical launcher located on the upper dome's support collar allows the array to fire a volley of shots in rapid succession in an attempt to protect itself.

The *Caretaker's Array* was constructed in order to care for the *Ocampa*, whose planet was accidentally damaged by the sporocystian being, but *Suspiria's array* has quite a different



▲ *Suspiria* is easily immobilized by the energy weapon. Nevertheless, Captain Janeway releases her in an effort to prove her benevolence.



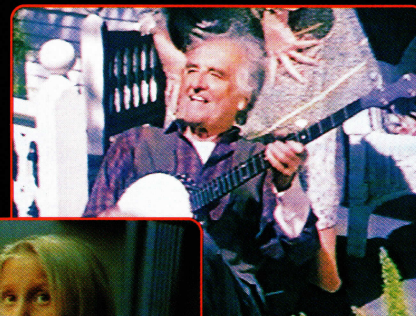
▲ The natural form of *Suspiria* is revealed in the *U.S.S. VOYAGER's* engineering room as a tentacled, gelatinous mass.

TWO SIDES OF THE NACENE

Guardians of the *Ocampa*

The *U.S.S. Voyager NCC-74656* has encountered two members of the Nacene during its journey through the Delta Quadrant. The first – the *Caretaker* – is responsible for transporting the Federation starship from the Alpha Quadrant in an attempt to find a mate with which to procreate. *Suspiria*, his companion, had been intended to fulfill this position until she elected to leave in order to explore the Galaxy – taking with her approximately 2000 *Ocampa*.

▶ *Suspiria*, the *Caretaker's* mate, takes the form of a young, humanoid girl. Nevertheless, her immense powers are not to be underestimated.



▲ The *Caretaker* assumes the form of an elderly human male. He cares deeply for the wellbeing of the *Ocampa*, and fears for their future after his death.

FILE 44 NON-STARFLEET HUMANS

Liam Bilby

The **Orion Syndicate** is one of the most notorious and wide-ranging crime organizations in the Galaxy. **Liam Bilby** is one of its minor operatives, and this essentially honorable man brings an unusual system of morals to the Syndicate's dirty work.

Some people are criminals by nature; others have a life of crime thrust upon them. **Liam Bilby** appears to be a little of both. He is determined to work his way up the ladder of the feared criminal network known as the **Orion Syndicate**, but he insists that everything he does is to ensure the well-being of those he loves. He does not acknowledge any hypocrisy, preferring to live by his own set of ethics.

Bilby works out of the colony world **Farius Prime**. He pays a fee every month to **Raimus**, the person directly above him in the organization, and in turn has **Flith** and **Krole**, two obsequious lackeys, below him. Bilby is intimidated by Raimus, and he dares not question his superior's orders. He is on the verge of taking a step up in the syndicate, and intends to make the best of it.

Do the right thing

Bilby's principles are haphazard, but set in stone. He thinks nothing of robbing the **Bank of Bolias**, but shows genuine concern for his friends and cohorts, and expresses disgust that citywide values are dropping when one of those friends is 'spiked' by an energy release over a mischarged lunch.

Such attitudes are all part of the dichotomy that is the man. Bilby has a formidable reputation, even among alien races such as the **Vorta**. He can be very subtly threatening, and loses his temper violently if something is not to his

liking, suggesting that he may be a little unstable.

Bilby is vaguely affronted when a newcomer does not recognize and fear him. His generally laid-back manner belies a cold-blooded nature. He is very willing to kill someone who wrongs him, such as an arms dealer who sells him three **Klingon disruptors** with burnt-out induction coils. He takes this action to protect himself – if he had passed on useless weapons, it would have been his head on the block.

Family come first

At home, off his guard, Bilby is quite a different man. He is chatty, almost accommodating, offering a meal to visitors he barely knows. He enjoys the fine things in life, such as tailor-made clothes. He even cares for a fluffy Persian cat named **Chester**. Bilby believes that family is the most important thing in life, which may go some way toward explaining his allegiance to the 'family' that is the Orion Syndicate.

Bilby's wife **Morica** and

their three children live on **New Sydney**; he would love to have them with him, but it is too dangerous. He evidently loves them very much, sending them all his income bar Raimus's cut. He never forgets his daughter's birthday, and is sure to send her a present. Bilby is very observant.

PROFILE ON LIAM BILBY

NAME: Liam Bilby

LIFE FORM: Human male

HOMEWORLD: Bilby's family live on the Federation colony of New Sydney.

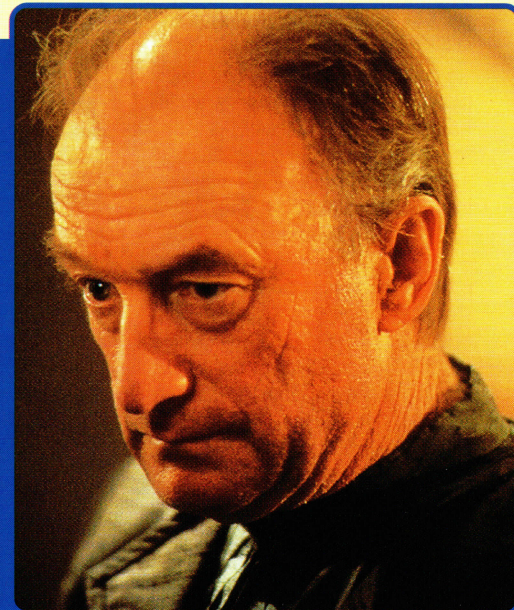
OCCUPATION: Professional criminal in the employ of the Orion Syndicate.

BASE OF OPERATIONS: Farius Prime

STATUS: Deceased

FAMILY: Bilby leaves a widow, Morica, and three children.

FIRST SEEN:
'Honor Among Thieves' [DS9]



▲ **Liam Bilby has led a hard and not always honest life, but he has tried to make the most of his opportunities.**

DANGEROUS LIFE



★ **Dominion**
O'Brien learns that Bilby's group are supplying weapons to the Dominion as part of a plot to discredit the Klingons.

★ **Fast friend**
Bilby is perhaps a little too quick to take Connelly into his confidence.



★ **Weapons expert**
'Connelly' ingratiates himself with Bilby by appearing to be an expert on how to fix damaged weapons. Bilby does not realize that the weapons have been sabotaged so that Connelly can 'repair' them.



OTHER CARDS IN THIS FILE...

1 **HARCOURT FENTON MUDD**
26 **VASH**

SEE OTHER FILES...

OTHER GROUPS & RACES.....File 18
STARFLEET PERSONNEL.....File 43
STAR TREK:
DEEP SPACE NINE.....File 70

Liam Bilby



★ Bar culture

Bilby's usual hang-outs are dive bars populated by the members of various underworld operations. He has little reason to doubt O'Brien's cover story.

on being able to see what is in people's hearts right away, and he quashes the fears of his cronies that the man could be a "snake."

The solitary man eventually introduces himself as **Connelly**, and when Bilby checks on his background, he finds a carefully prepared cover story that paints Connelly as a man who has had a series of hard knocks in life. He has no idea that newcomer's true identity is that of **Chief Miles O'Brien**, on secondment to **Starfleet Intelligence** to get close to Bilby, in order to flush out a Syndicate operative working in Starfleet.

Too trusting

Bilby's downfall is that he trusts his instincts too easily. He is quickly satisfied by O'Brien's faked credentials because they are what he wants to find. He has very loose lips, virtually telling O'Brien – a man he has just met – the identity of the Starfleet informant. He vouches for 'Connelly' to Raimus, setting himself up as accountable for O'Brien's actions, and even invites his new friend to join him in New Sydney to meet his family.

Bilby could conceivably have a death wish of sorts. He admits he would like to get away from his life,

★ Temper, temper

Bilby is basically a decent man, but he possesses a fierce temper.



★ Bad company

Bilby has built a small but loyal group of professional criminals around him. He is faithful to his friends, whom he treats as family.

but he does not know what he would do with himself. He also feels he should not complain – the Orion Syndicate has given him opportunities he never thought he would have. His friendship with 'Connelly' is real – Bilby views his friends as family, the most important thing to him. In some ways it is reciprocated; O'Brien feels that Bilby is intrinsically a decent person, but convinces himself that his duty to help the **Federation** build a case against him must come first.

The ultimate sacrifice

The moment of truth dawns when Bilby is ordered to assassinate the Klingon governor to Farius, using stolen disruptors to shift blame to a rival house. O'Brien passes this information on accordingly, but when he discovers that Bilby will be ambushed rather than sent to prison, he is compelled to tell his new friend the truth. Bilby reacts with pained incredulity to the truth, and is unable to take it in. He wanted to believe his luck had changed. He didn't see O'Brien for the Starfleet operative he is, and that makes Bilby a dead man, as he vouched



★ Chance to move up

Bilby is keen to impress Raimus, his direct superior, and hopes to move up the Syndicate's ranks.

★ Friendship first

O'Brien cannot bring himself to lead his new friend into a trap, and tells Bilby the truth.

the raid. Bilby cannot bring himself to kill O'Brien, despite the fact that he has cost him his life. He asks the Starfleet officer to take care of his cat and walks off toward certain death, comforted by the thought that at least his family – the most important thing in his life – will be safe and looked after.



for him. He has nowhere to run and hide, and even if he turns himself in, his family will suffer at the hands of the Syndicate.

The only chance that Raimus will leave his family alone is if he suspects nothing and believes his subordinate died going ahead with

"No-one takes me for a fool. I'll do whatever it takes to protect what I have." — Liam Bilby

MORICA BILBY

Dutiful wife

Morica Bilby, who often sent her husband cake during their long periods of separation, takes Liam's death hard. She is angry at him, the Orion Syndicate, at everything. Messages she receives from Chief O'Brien, who keeps in contact with her, provide small comfort.

The Orion Syndicate takes care of the widows of loyal associates, however, and Morica is put on the payroll of Tigan Mining in New Sydney, in return for a favor the Syndicate did for the company. She is billed as a 'shipping consultant' and paid a regular wage, but this escalates in accordance with her demands for the comfortable life she was promised.

Morica's greed spells her end. Norvo Tigan, youngest son of the woman who owns Tigan Mining, loses his temper during a clandestine meeting with the widow, and accidentally kills her with a blow to the head. He throws Morica's body into the river, where Chief O'Brien later discovers it when he comes looking for her.



◀ Loved ones

Bilby sacrifices his life to ensure that his wife and children are not harmed. If he went into hiding, they would suffer for his mistakes.



▶ New home

Bilby asks O'Brien to care for his cat, Chester. O'Brien takes the animal back to DEEP SPACE NINE.



FILE 50 CARDASSIAN PERSONNEL

Gul Ocett

Gul Ocett is perceptive, perfidious, and tenacious in pursuit of her duty — all of which are viewed as assets by the **Cardassian Union**. These qualities stand her in good stead for a crucial mission in 2369 that unravels the secret of humanoid life.

Prior to the shattering events of the **Dominion War**, service in the **Cardassian** armed forces is one of the occupations

held in greatest esteem by this militaristic race. It attracts the best and boldest young men and women the Cardassian people have to offer, as do the space services of fellow Galactic powers such as the **Federation**, the **Romulans**, and the **Klingons**.

Gul Ocett is one of a minority of Cardassian females to reach that high rank and earn command of her own vessel, a **Galor-class Warship**. Cardassian women are granted equal status in fields such as science and government, but evidence suggests that the military remains male-dominated. Her only concession to femininity is the long pigtails in which she wears her hair.

Ocett has proved that she has exceptional ability in many ways, and has also worked harder than many of her colleagues. The qualities she brings to her position include a thorough, logical approach to

problems and a brazen, officious manner that invites respect from subordinates and enemies alike. She does not mince words, preferring to come straight to the point.

A seasoned commander, she is composed and icy when dealing with all outsiders. She identifies herself succinctly, and orders any non-Cardassian ship she comes across to do likewise, demanding its crew state their business in the area. She does this even in the **Loren system**, a sector where the Cardassian Union carries no jurisdiction.

Woman at war

Ocett evidently favors discreet intimidation over diplomacy, even when the Cardassians share a treaty with the opponent in question. She emphasizes the odds when her forces outnumber or outgun the other side and 'invites' a withdrawal. She even hints at a dry sense of humor when her ruse is found out, by commenting that her initial estimate of her ship tally was hasty — perhaps she "miscalculated."

In late 2369, Ocett is assigned an intriguing

mission by the Cardassian authorities: piecing together organic clues to a puzzle that, when complete, is believed to be the key to an unlimited power source. It has the potential to be the most profound and dangerous discovery of the 24th century.

Ocett follows the same set of clues as **Captain**

Picard of the **U.S.S. Enterprise NCC-1701-D** and **Captain Nu'Daq** of the **Klingon Attack Cruiser Maht-H'a**.

She arrives at the planet **Loren III**, on which another clue to the puzzle is believed to be located, ahead



★ Ready for betrayal

The Klingons may look formidable, but Ocett is far more of a danger to the **U.S.S. ENTERPRISE NCC-1701-D** crew.



▲ **Gul Ocett is a mistress of deception. She pretends to be willing to work with humans, Klingons, and Romulans but actually plans to betray them.**

★ Warrior

Gul Ocett wears the traditional heavy black uniform of the Cardassian military. Her garb is the same as that of her male colleagues, and only her hairstyle points to a feminine side.

FIRST TO THE PRIZE

★ Standing by

Gul Ocett watches as humans and Klingons, two of the other races involved in assembling the DNA clues, compare their data. She intends to steal their findings.

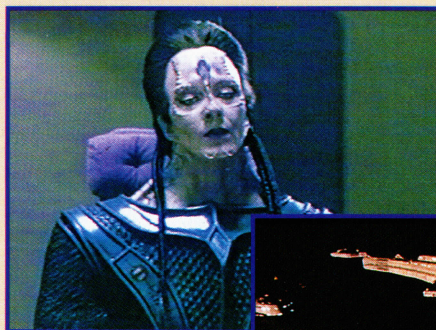


OTHER CARDS IN THIS FILE...

3 OTHER GULS AND CARDASSIAN OPERATIVES
SEE OTHER FILES...

THE CARDASSIAN UNION.....File 13
THE CARDASSIAN FLEET.....File 36
STAR TREK: THE NEXT GENERATION.....File 69

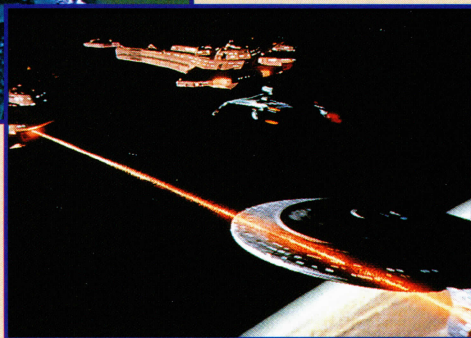
Gul Ocett



★ **Dangerous bluff**
Gul Ocett does not blink when held at gunpoint by the Romulans, and instead threatens to destroy their joint prize – condemning the Romulans to execution.

★ **Smug**

Ocett at least seems able to give as good as she gets. She hardly even seems surprised when she is betrayed in turn by the Starfleet crew she has wronged.



of both of them.

Ocett gives little away, preferring to stick to the cover story that she is simply assessing the planet for possible colonization. It is clear to all parties, however, that each has a piece of the puzzle and that working together is the only way to complete their missions.

Collusion does not come easily to Ocett, however; she prefers brinkmanship. She prevaricates before admitting that she has already taken an organic DNA sample from Loren III, and even warns that she will fire on anyone who attempts to do the same. She has very little time for Klingons, and becomes easily exasperated with Nu'Daq. She purports to despise the Klingon mentality of taking what is required and destroying the remainder, despite her own willingness to use force.

Ocett does recognize the need to pool information, though, even when an answer is not immediately forthcoming; she rationalizes that at least she is closer to the solution than she was. Ocett remains open to Picard's suggestions, but always watches and listens, gathering all the information she can. Her

★ **Armed guard**

Ocett makes sure she has an armed aide at her side when she catches up with the people she has tried to cheat.



★ **Answers**

Ocett joins the group of humans, Romulans, and Klingons to hear a holographic recording made by an extinct race.



★ **Opening fire**

Ocett orders her CARDASSIAN WARSHIP to fire on the U.S.S. ENTERPRISE NCC-1701-D.

fed incorrect coordinates.

Ocett finally tracks the others to the correct destination. Confronted with her deception, she displays no regret, and demands no recrimination at having been misled. She does, however, bring an armed soldier with her – she is evidently reluctant to press her luck, and unwilling to let the information fall into the hands of another power unless the

Cardassians can share it.

Ocett demonstrates her undeniable resolve when confronted by a Romulan party also on the surface. She threatens to destroy the rock face, and with it any trace of the DNA they require, even when held at gunpoint. She knows that the failure of their mission is tantamount to death to the Romulans.

The Cardassians are represented by Gul Ocett at the historic event that follows: the revelation that the information contained in the DNA puzzle is a message from an ancient species that seeded the Galaxy. It was this race's hope that the need to work together to unravel the mystery would bring many species together in fellowship and cooperation.

The notion that a Cardassian could have anything so fundamentally in common with a Klingon turns Ocett's stomach, and she returns to her ship with neither the great source of power one envisaged, nor apparently with the enlightenment she might have received in its place. She instead remains an efficient Cardassian soldier, content to do her job well.

"Perhaps we could exchange insults some other time. I'm rather busy now."

— Gul Ocett to the Klingons

SINGLE SOURCE OF LIFE

The riddle of life

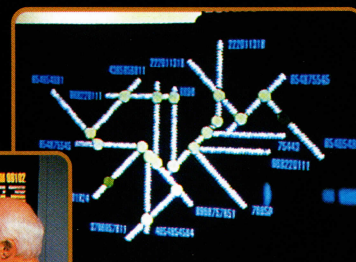
Ocett is present at the unveiling of the U.S.S. Enterprise NCC-1701-D's computer extrapolations of the DNA information already gathered. She jokes that the program may simply be a recipe for biscuits – but it turns out to be much more.

The riddle begins with 19 blocks of numbers that are concealed in the shuttle computer of the late archeologist Professor Richard Galen. These mathematical representations of DNA fragments form a trail of different life forms from several worlds across the quadrant. They all have similar protein configurations, which means they are chemically compatible despite hailing from different species.

These traces form an algorithm coded at a molecular level, when connected according to protein link compatibility. This 'program' was written four billion years ago and scattered into the primordial soup of planets across the Galaxy. It is the key to a genetically encoded message from an ancient species.

▼ **Origins of life**

Ocett joins Captain Jean-Luc Picard in finishing off the work begun by Professor Richard Galen.



▲ **Genetic puzzle**

The DNA fragments form a map that leads the cooperating aliens across the Galaxy.

Kurros

The softly spoken and deliberate mode of speech employed by Kurros belies the 'think tank's voracious appetite for knowledge, and the underhand tactics he employs to achieve his aims.

Kurros is the spokesman for a most unusual group of beings based in the **Delta Quadrant**.

They describe themselves as explorers who seek out challenges and problems to be solved, no matter whether they are technological, biological, social, or artistic. Kurros is one of only two humanoid members of the group. His species is unknown, but he has a series of vertical cranial ridges on his upper forehead, with smaller ridges on either side of the bridge of his nose. Immediately above the nose is a very narrow vertical indentation, about 10 centimeters long. His ears are almost covered by wispy brown shoulder-length hair, although bifurcated lobes are just visible; these are longer than human ear lobes. He was recruited into the group as a child, to help his world solve a cataclysmic problem.

Kurros is plump, and wears a one-piece ankle-length V-necked gown,

covering a black tunic. He speaks softly and quite slowly, often putting added emphasis on individual words, and is given to pacing when conversing with others. The nature of the transactions he negotiates may elicit angry responses – and even threats – but he does not shout back. Experience has shown him that the group is more than capable of defending itself, and he takes the additional precaution of sending a sophisticated isomorphic projection of himself to liaise with prospective clients. Each member of the group can interface with a telepathic communication system that increases the potency of their brainpower.

Solutions for sale

Kurros and his colleagues take up some extremely difficult challenges, such as attempting to find a **Lyridian** child's runaway **subspace mesomorph** pet. This task entails inventing a completely new scanning technology, and for their efforts the group requests a transgalactic star

PROFILE ON KURROS

NAME: Kurros

LIFE FORM: Unknown

OCCUPATION: Spokesperson for the collective group of problem solvers referred to as the 'think tank' by Captain Kathryn Janeway.

FIRST RECRUITED: As a child, Kurros was requested as payment when the 'think tank' helped his world solve a cataclysmic problem.

FIRST ENCOUNTERED: 2375

FIRST SEEN: 'Think Tank' [VOY]



Kurros's diminutive stature belies his position as one of the foremost intellects of the Galaxy. He is charming, but possesses a scheming quality.

chart. Some of the payments they demand are more exacting, however; for finding the precise harmonic for a planetary containment field to restore the geostability of a client's planet, they want a consignment of **bernicium** ore that the client had hoped to use to repair his world's **replicator** systems. Kurros holds the client to the terms of the agreement, and threatens to deactivate the containment field if the ore is not delivered.

A more sinister aspect of the group's activities is

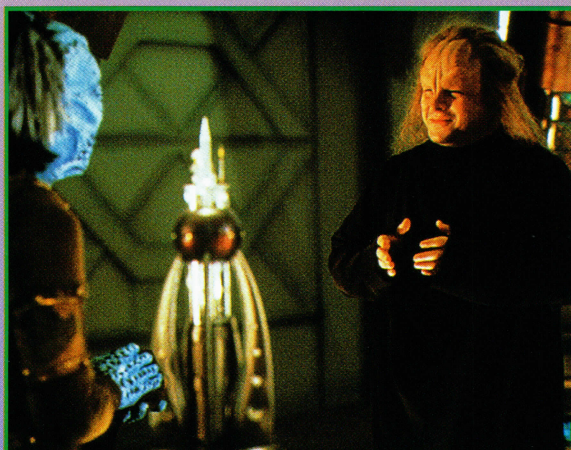
uncovered during their interactions with the **U.S.S. Voyager NCC-74656**. It emerges that the group is actually responsible for the problem that they offer to solve, and that their primary motivation may be acquisitive rather than intellectual. *Voyager* is attacked by the **Hazari**, extremely violent bounty hunters known to **Seven of Nine** as **Species 4228**. Their initial attack is repulsed, but *Voyager's* sensors show a fleet of Hazari ships converging on their position, and the few potential escape routes that

exist may lead to further ambushes. While **Captain Kathryn Janeway** ponders her options, she is visited by an isomorphic projection of Kurros.

Offer of help

On the surface, Kurros's sales pitch sounds quite reasonable. He talks of the group's exhilaration at finding the perfect solution, and suggests that Janeway's 'Hazari paradox' is one of the best puzzles, involving pure tactics and psychology. The captain rightly suspects that specialized help of that

THINKING FOR A PRICE

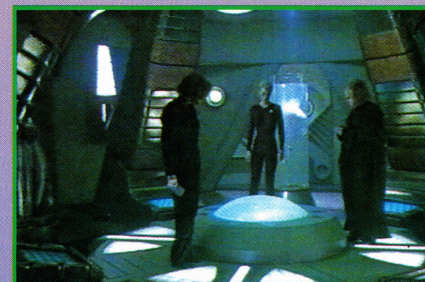
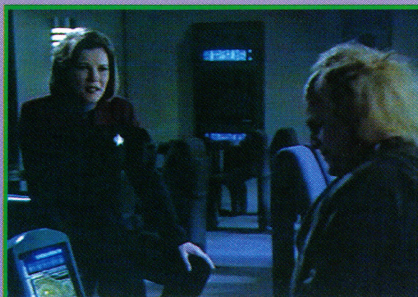


★ Negotiator

Kurros is instrumental in dealing with the races whom the 'think tank' assist.

★ Visitation

Kurros is able to contact Captain Kathryn Janeway as an isomorphic projection.



★ In communication

The diverse individuals that make up the 'think tank' are able to communicate via an illuminated dome.

OTHER CARDS IN THIS FILE...

- 22 KIVAS FAJO
- 44 ARTURIS
- 46 STETH

SEE OTHER FILES...

OTHER STARSHIPS.....File 40
STAR TREK: VOYAGER.....File 71

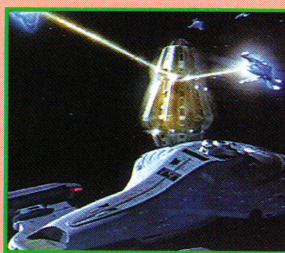


Kurros



★ Claiming Seven

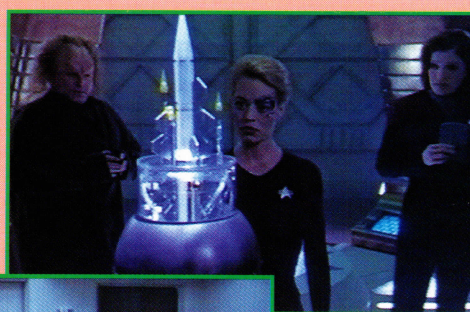
Despite contacting the U.S.S. VOYAGER with an offer of help, Kurros's intent is to have Seven of Nine join the 'think tank.'



★ Under attack

The U.S.S. VOYAGER NCC-74656 joins forces with the Hazari when the crew learn of the 'think tank's' plot against them.

★ Intrigued
Seven certainly finds the diversity and knowledge contained within the 'think tank' of interest, but the former Borg hesitates when invited to join.



★ Conspiracy

The crew of the U.S.S. VOYAGER NCC-74656 conspire with the Hazari to launch an attack against the 'think tank' when they discover that they have both been duped.



"We have a singular mission . . . to perfect our knowledge. Perfection sometimes necessitates selfishness."

— Kurros defends the methods used by the 'think tank'

nature comes with a price, but Kurros downplays the group's requirements, remarking that they will take in exchange whatever her culture has to offer that is unique. In describing the group's past successes, he implies an altruistic element, and that overcoming the challenge is their greatest reward, if not the only one.

Think Tank

Janeway agrees to a face-to-face meeting on what she calls the 'think tank's' ship, and transports over with Seven of Nine. Kurros greets them and introduces his colleagues in the 'think tank' – a nickname that he professes to like. He claims that they have helped hundreds of clients, including the **Vidians**, whose **phage** they have cured. Janeway probes the ethical dimension, citing **Starfleet's Prime Directive**, and asks where the 'think tank' draws the line. Kurros acknowledges that they take sides in conflicts, but will not be a party to the destruction of an entire species, nor design weapons of mass destruction. Janeway allows Kurros to access *Voyager's* schematics and database.

Kurros later returns to *Voyager* with a list of items the 'think tank' would like: **quantum slipstream technology**, one of **Neelix's** recipes, one of **Commander Chakotay's** ohmic figurines – and Seven of Nine. Janeway refuses, but Kurros suggests that the ex-drone should be consulted. He later meets her and offers to recruit her into the 'think tank'. He suggests that, as a member of *Voyager's*

crew, she is tapping into only a fraction of her potential, and that, without problems that test the limits of her abilities, she will be unable to expand them.

Seven of Nine concedes that the 'think tank' can assist many worlds, but unerringly accuses them of using their abilities as a means of coercion to obtain what they want, and asks how many have suffered because they did not agree to the 'think tank's' conditions.

Doomed to destruction

Kurros gives Captain Janeway a free tip on how to rebuff another Hazari attack, but when Seven still refuses to join the 'think tank', he almost petulantly claims that *Voyager* cannot survive without his group's help.

The *Voyager* crew discover that Kurros engaged the Hazari to attack them, and realize that the 'think tank' have planned the 'Hazari paradox' from the start. Janeway shows the Hazari how they were duped as well, and collectively they devise and successfully execute a plan to disrupt the 'think tank' telepathic communication system, leaving them to fend off an attack by a fleet of Hazari ships. Kurros makes a final plea for Seven of Nine to join the 'think tank', but his words smack of desperation as *Voyager* leaves the battle zone.

OTHER 'THINK TANK' MEMBERS

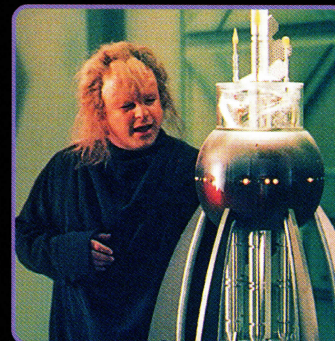
Unique group

The 'think tank' is made up of five diverse life forms – only two of which are humanoid. The group was formed by Bevvox, a bioplasmic life form, more than 100 years earlier. Over the years, Bevvox is joined by an aquatic being who is regarded as the group's expert on temporal physics, and an artificial intelligence with the "mind of a mathematician" and the "soul of an artist." The two humanoids are Kurros, the 'think tank's' spokesperson, and Fennim, who speaks in a strange series of noises, and welcomes visitors to the group's vessel.



▲ Founder

Bevvox roamed the Galaxy on his own for "a few millennia" before he formed the 'think tank' in the 2270's.



▲ Mechanical mathematician

The artificial life form would rather model fractal sculptures than analyze the group's data.



◀ Welcome

Fennim often greets visitors to the 'THINK TANK' VESSEL.

▲ Temporal expert

The 'think tank's' temporal expert is an aquatic life form suspended in liquid.



Tsunkatse Arena

The brutality of gladiatorial contests are a distant part of humanity's past. For many species, however, a fight to the death remains popular entertainment — and nowhere is this more evident than in the Delta Quadrant's Tsunkatse.

The concept of unarmed combat as a form of entertainment spans many races and quadrants, with various cultures valuing the spectacle of two combatants relying on nothing more than their physical strength and speed to defeat their opponent. Boxing, wrestling, and martial arts are examples of Earth's past interest in professional and amateur contact sports, while the **Klingons** and **Jem'Hadar** base their entire society on their individual and collective prowess as warriors. It is not surprising therefore that the **Delta Quadrant** has its own forms of unarmed combat, including the **Norcadian**-developed **Tsunkatse**. The spectacle of this

'sport' is exciting, but the truth behind the forced participation of its alien competitors is conveniently overlooked, due to the enormous financial benefits the broadcasting of the heats brings to the Norcadian homeworld.

Spatial coliseum

Tsunkatse is fought in a custom-made arena that is located aboard a constantly moving, heavily armed, and armored transmission vessel. Following a predetermined course around the sector, it has the ability to broadcast to every planet in the region and reach three billion viewers located in identical arenas, making it very difficult to detect from the multiple broadcast directions. The sophistication of the holoprojection system from the transmission base is such that the crowd

Tsunkatse's combatants are recruited against their will from various Delta Quadrant races.



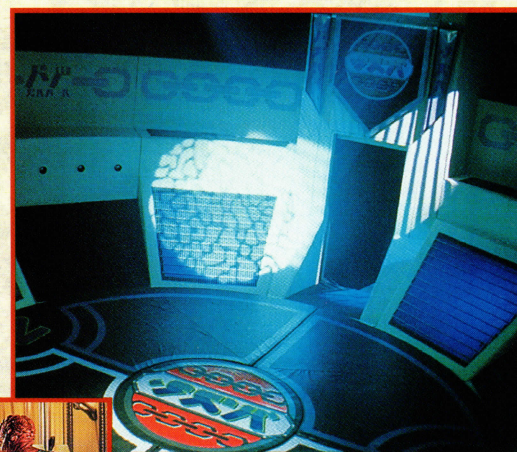
The combatants are given the opportunity to practice before they enter the ring.

cannot tell that the action below is being simultaneously projected, and the entire atmosphere of the reception arenas is similar to that of a boxing or wrestling match on Earth during the 20th century.

The transmission arena is situated on the uppermost level of the Tsunkatse vessel, and is heavily protected by **multiphasic forcefields** designed to prevent competitors from being transported away during their fight. The security of the vessel is such that some competitors, such as an **Hirogen** encountered by the captive **Seven of Nine** and **Lt. Commander Tuvok** in 2376, have been resident on the ship for 19 years, effectively held prisoner for the entertainment of the Norcadians. During the attack by



The Norcadians run the enormously popular Tsunkatse tournaments from an immense spacecraft.



The Tsunkatse arena is a confined, high-sided ring which provides no escape for weak fighters.

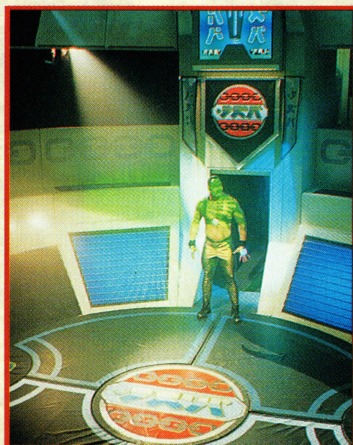
U.S.S. Voyager NCC-74656 and the **Delta Flyer** on the Tsunkatse vessel, Tsunkatse impresario **Penk** has to divert power to the signal generators feeding transmitters 5 and 6 to continue the broadcast when **Captain Kathryn Janeway** is successful in destroying one of the transmission dishes. This allows **Seven of Nine** and the **Hirogen** to be beamed out of the arena, due to the drop in shield strength.

Into the arena

Referred to as 'the Pit' by some of the competitors, the Tsunkatse arena is circular and situated below the audience area that runs around the entire periphery of the auditorium. The only interruption in the view is from the main control console that houses **Penk** and two operatives directly above the large symbol representing the tournament. This control booth is completely open and gives **Penk** an excellent view of the tournament directly below, and also allows him to control the transmission of the broadcast and the reception at any one of the many identical audience-attended arenas. Audible signals can alert **Penk** of the loss of audience, or problems with reception, and he is able to make or order adjustments very quickly. The holoprojection system replaces the front of this booth with an illuminated display, hiding the controllers during the game and giving the illusion that the competition is taking place before them. There is no audience present in the actual transmission arena, allowing the combatants to talk with each other during the fight.

The basic shape of the arena is of a self-contained dome constructed primarily of a smooth,

Tsunkatse Arena



▲ **Combatants enter the arena through single doors on opposing sides of the pit.**

light-colored material that houses the audience at its widest circumference. The ceiling of the arena consists of a black curved cap with a 12-sided inner section that houses a series of lamps, which angle outward to form a number of lights that may flash brilliantly or be reduced to complete darkness. The use of lighting and sound is particularly important in Tsunkatse – the addition of a heavy drumbeat as musical accompaniment between matches keeps the excitement and anticipation of the spectators high, and also adds dramatic impact



▲ **The floor of the pit is emblazoned with the crest of the Tsunkatse championship.**

when the combatants enter the arena from the narrow, automatically-controlled doors that are located on either side of the arena's base.

Light show

Projecting downward from the outer perimeter of the black ceiling cap are a number of equally spaced recesses that contain constantly moving searchlights. Different combinations of projected patterns in many colors can be moved over the contestants and the spectators, making a dazzling spectacle during the matches. Spectators are arranged in rows of four tiers, and watch through a completely open section that is covered in white boards in the actual Tsunkatse arena in which the competitors



fight, with the lower curved wall directly beneath this viewing area having a series of linked chain design and Norcadian symbols. A narrow ledge is formed in front of this low wall that allows competitors to take a higher position during combat, and is only broken up by the rectangular central control station support with its large Tsunkatse pendant illuminated on its front-facing wall.

Confined pit

The arena slopes downward at an approximate angle of 45 degrees to the actual fighting area, which comprises a series of thick padded mats with the Tsunkatse symbol repeated once again in the middle of the floor. The angled walls consist of a series of brightly

▼ **Tsunkatse is enjoyed by myriad different alien races – including, in 2376, the crew of the U.S.S. VOYAGER NCC-74656.**



▲ **The path of the TSUNKATSE VESSEL can be traced through the Norcadian system.**

illuminated panels that are strong enough to support the weight of the contestants during combat, and are separated by lower, black angled grilles that can be used to reach the narrow ledge directly above. There is a repeated series of four circular lamps above the metallic grilles, that flash in sequence between and during the contests, and the color of the illuminated panels changes according to the type of match being fought. They represent up to four competition types, corresponding with the color of the combatant's hand and foot **polaron disruptors**, separated by the amount of damage that can be inflicted. Green, blue, and yellow competitions allow the defeated competitor to be taken from the arena after the match, but red competitions are to the death – and attract the largest audiences.



▲ **The Tsunkatse matches are broadcast across a vast area of space in the Delta Quadrant from a large vessel, commanded by the Norcadians, that moves throughout the system. The fights are relayed to many worlds via holographic replicas of the arena, and are viewed by crowds of cheering aliens who are unaware that they are viewing holograms.**



FILE 71 STAR TREK: VOYAGER

'Life Line'

The **Doctor** makes a long-distance house call to *Jupiter Station* in the Alpha Quadrant in an effort to treat his creator, **Dr. Lewis Zimmerman**, for a potentially fatal condition. He finds more than he bargained for, however, when Zimmerman resists all attempts to help him.

Reginald Barclay approaches *Jupiter Station* aboard a shuttlecraft. He is planning to visit **Dr. Lewis Zimmerman**, but finds the celebrated creator of **Starfleet's Emergency Medical Hologram** programs in a grouchy mood. Reg tells his friend that he has been busy with the **Pathfinder Project**; they are on the verge of making a breakthrough in their attempts to make regular contact with the **U.S.S. Voyager NCC-74656**. Zimmerman has less happy news: he is dying.

Aboard *Voyager*, **Seven of Nine** receives a transmission from Starfleet. It is a compressed data stream, comprising tactical information, news from the **Alpha Quadrant**, and letters from the crew's friends and loved ones. The transmissions will be possible once every 32 days, and *Voyager* has just 17 hours in which to respond. **Captain Kathryn Janeway** will ensure each member of the crew has the opportunity to reply to their family.

The **Doctor** is surprised to receive a letter himself; it is from Reg Barclay, informing him that Zimmerman is suffering from acute subcellular degradation, an untreatable – and terminal – condition.

Revolutionary plan

The **Doctor** reviews Zimmerman's medical files, and determines that the disease affecting his creator resembles the early stages of the **Vidiiian phage**. He believes that he might be able to develop a treatment based on **Borg** regeneration techniques, and requests that Captain Janeway send his program to the Alpha Quadrant. The captain is initially reluctant, stating that he is needed on *Voyager*, and sending him would be at the expense of the crew's letters. She eventually authorizes the plan, however.

Aboard *Jupiter Station*, Zimmerman's assistant, a young female named **Haley**, prepares his lunch. Barclay requests to see the doctor urgently; he has received *Voyager's* **EMH**. Zimmerman, however, is unimpressed with the appearance of the "obsolete" EMH Mark I, stating that such programs in the Alpha Quadrant have been reconfigured to scrub **plasma conduits**. He adds that he has been treated by Mark III's, Mark IV's, and real doctors. Eventually, Zimmerman allows the **Doctor** to scan him,

ON SCREEN...



1 Aboard *JUPITER STATION*, **Dr. Lewis Zimmerman** confesses to **Lt. Reginald Barclay** that he is dying. There is nothing that can be done to save him.



2 Aboard the *U.S.S. VOYAGER NCC-74656*, **Seven of Nine** informs **Captain Kathryn Janeway** that she is receiving a compressed data stream from Starfleet.



3 **Neelix** gives the **Doctor** a **PADD** containing a letter from **Lt. Reginald Barclay**. It provides details of the ailing **Dr. Zimmerman's** condition.



4 The **Doctor** convinces **Captain Janeway** to allow him to be transferred to the **Alpha Quadrant**, in an effort to administer a revolutionary new treatment to his creator.



5 **Dr. Zimmerman** is less than pleased to see *VOYAGER's* **Doctor** in his lab aboard *JUPITER STATION*, much to the surprise of the hologram and **Lt. Barclay**.



6 The **Doctor** is furious that **Zimmerman** will not consent to treatment. To **Barclay's** distress, he crushes a holographic fly under a book after one volatile argument.





'Life Line'

but the two soon find themselves at odds, and the dying man transfers the Doctor's program out of his lab.

Zimmerman continues to be a problematic patient over the following days; on one occasion, he even reconfigures the Doctor's **medical tricorder** to show him as a Vulcan marsupial. The Doctor is at his wits' end, and shouts that Zimmerman needs a counselor.

Barclay contacts **Counselor Deanna Troi** of the **U.S.S. Enterprise NCC-1701-E**, who says that she will need to speak to Zimmerman in person. The *Enterprise* is seven light years away, but she views Zimmerman as an "interesting challenge," and will request permission from **Captain Jean-Luc Picard** to undertake the mission.

Aboard *Voyager*, Janeway is concerned about a communiqué she has received from **Admiral Hayes**. He announces that two deep space vessels have been redirected toward *Voyager's* position, and they could rendezvous within five or six years. He also asks that she inform him of the status of the **Maquis** aboard *Voyager*. Janeway expresses her view that she sees her crew as a unified whole, and asks that **Commander Chakotay** assist her in writing a response.

Just what the Doctor ordered

The Doctor's latest ploy to capture a scan of Zimmerman involves altering his program to appear as an attractive female alien masseuse. Counselor Troi arrives to find the two arguing, but is unable to convince Zimmerman to consent to treatment.

The Doctor and Zimmerman continue to come into conflict, and the two retreat to different parts of the station; Zimmerman to his lab, and the Doctor to Barclay's **holodeck** recreation of *Voyager*. Troi talks with Haley, and confirms that the young woman is a hologram. She was activated nine years earlier, and despite the fact that she is older than the EMH Mark I, he listens to her. She adds that Zimmerman was extremely proud of the Mark I, but it failed to meet Starfleet's expectations; he did not make the same mistake by creating its successors in his own image. Troi determines that it is the presence of *Voyager's* Mark I that is preventing Zimmerman from undergoing treatment.

Troi visits the Doctor in the holodeck *Voyager*. As they talk, however, his program destabilizes. Barclay confirms that his primary matrix is destabilizing, but cannot help. Reluctantly, Zimmerman offers to

repair the Doctor's program. After 17 hours, Zimmerman reinitializes the Doctor, and confesses that he is humiliated by the fact that 675 holograms bearing his likeness are reduced to scrubbing plasma conduits. He is comforted, however, by the fact that one EMH Mark I is still doing what he was

designed to do – and finally agrees to undergo the Doctor's treatment. With the Doctor confident that Zimmerman will make a full recovery, Barclay confesses that he designed an algorithm to disrupt the Doctor's matrix, thus bringing the physician and his creator closer together.

ON SCREEN...



7 Barclay contacts Counselor Deanna Troi aboard the U.S.S. ENTERPRISE NCC-1701-E. She readily agrees to put her skills to use on Dr. Zimmerman.



8 Zimmerman enjoys a massage from a beautiful female alien - who turns out to be the Doctor, eager to try anything to ascertain his creator's condition.



9 Troi becomes exasperated with Dr. Zimmerman and the Doctor at her first meeting with the pair. She calls them both "jerks" before storming out of the lab.



10 Troi meets with the Doctor in Barclay's VOYAGER holodeck program. As their conversation proceeds, however, his program begins to destabilize.



11 A reluctant Zimmerman begins work on attempting to correct the fault in the Doctor's program. He later agrees to undergo the treatment created for him.



12 Before returning to the U.S.S. VOYAGER, the Doctor requests that Reg Barclay take a picture of him beside his creator, using a holomager.

STARSHIP FACTS

A Captain Janeway states that she met Lewis Zimmerman at a conference once. He managed to offend just about everyone; he called her "Captain Jane."

A The Doctor's singing, athletic, grand-master chess, and painting skills are removed to compress his program.

Update

Doppler compensators

Component in **Federation** starships' inertial dampening system. When out of phase, Doppler compensators create a noise detectable on the bridge. Recalibrating inertial dampers solves the phasing issue and discontinues the sound. (*Starship Log*: 'What You Leave Behind' [DS9]) **SEE FILE 70**

Dorado

Female **U.S.S. Voyager NCC-74656** crew member who was one of the lucky ones to receive mail from the **Alpha Quadrant** in 2374. Dorado was in the mess hall during **Neelix's** mail call. (*Starship Log*: 'Hunters' [VOY]) **SEE FILES 29, 71**

Dorala system

Star system in the **Alpha Quadrant** under siege by **Dominion** forces in 2374. **General Martok** and three squadrons of **Klingon Attack Cruisers** helped maintain perimeter defenses until **Starfleet** reinforcements arrived. (*Starship Log*: 'The Reckoning' [DS9]) **SEE FILES 11, 70**

Doran

Woman who was aboard the **U.S.S. Saratoga NCC-31911** in 2367 when it was attacked by the **Borg** during the **Battle of Wolf 359**. Later a **Bajoran Prophet** used Doran's image to communicate with **Sisko**. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 31, 70**

Doran [2]

Teenaged **Klingon** female, the daughter of **W'mar**; she served with **General Tanas** on the **Vor'nak** before joining the **I.K.S. Rotarran** in 2374. Doran was an eager but callow warrior. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILES 34, 70**



▶ **Doran was one of five replacements sent to join the crew of the I.K.S. ROTARRAN during the Dominion War. The group were not overly impressive.**

Dornar

Dornar lived with his wife, **Ansha**, in a modest home near a river. His primary caregiver, his son **P'Chan**, was assimilated by the **Borg** during an attack that killed Dornar and Ansha. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILES 52, 71**

dorsal emitters

Feature on the top (or back) of a starship that produces finely-tuned particles that create a vessel's protective shields. Severely out of phase dorsal emitters spew plasma exhaust. A **Maquis** crewman on the **U.S.S. Voyager NCC-74656** used a dorsal emitter test to mask a communications signal. (*Starship Log*: 'Ex Post Facto' [VOY]) **SEE FILES 25, 26, 29, 31, 40, 71**



▶ **Dorsal emitters project an invisible bubble of energy particles around a starship's hull, producing a defensive shield against exterior forces or natural phenomena.**



▶ **Sarina Douglas faced life in an institution until Dr. Julian Bashir managed to find a cure for the damage done by her botched genetic enhancements.**

dorsal shield junction

A vulnerable spot on a **Jem'Hadar** ship. The defective **Vorta** clone **Weyoun 6** provided targeting information to **Odo**, who used it to destroy a Jem'Hadar vessel by targeting his **Runabout's** firepower on this weak point. (*Starship Log*: 'Treachery, Faith, and the Great River' [DS9]) **SEE FILES 40, 58, 70**

Dougherty, Admiral Matthew

Member of **Starfleet High Command** who was led astray by **Son'a** leaders with promises of immortality. Dougherty was murdered by **Ahdar Ru'afo** in 2375 when he interfered in Ru'afo's plans. (*Starship Log*: **Star Trek: Insurrection**) **SEE FILES 18, 19, 43, 80**

Douglas, Lt.

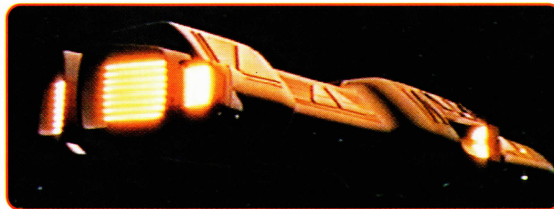
Woman officer working at **Starfleet Medical**. Douglas's job was to supervisor in the records department. Her commanding officer was **Lt. Commander Hilliard**. (*Starship Log*: 'When It Rains ...' [DS9]) **SEE FILE 70**

Douglas, Sarina

Young woman whose childhood genetic enhancement operation produced cataleptic side effects. In 2375, **Dr. Bashir** cured the complications that led to her disorder, giving Douglas a chance at a normal life. (*Starship Log*: 'Statistical Probabilities' [DS9]) **SEE FILES 7, 43, 44, 70**

Dreadnought

Name given to a **Cardassian** missile that was reprogrammed by **Maquis** agent **B'Elanna Torres**. **Dreadnought** threatened the inhabited **Delta Quadrant** planet **Rakosa V**. (*Starship Log*: 'Dreadnought' [VOY]) **SEE FILES 36, 43, 71**

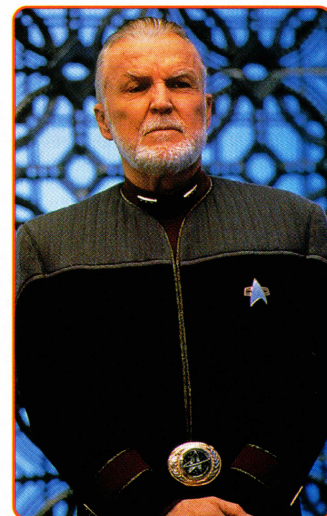


▶ **The crew of the U.S.S. VOYAGER NCC-74656 were amazed to discover the DREADNOUGHT, a Cardassian missile, in the Delta Quadrant.**

dream species

Delta Quadrant beings living in a hyper-REM reality. Dream species people not only interact with those of their own kind, but can also enter the dreams of individuals from "waking" species, such as the humanoid crew of the **U.S.S. Voyager**. (*Starship Log*: 'Waking Moments' [VOY]) **SEE FILES 18, 71**

Doppler compensators
Dorado
Dorala system
Doran
Doran [2]
Dornar
dorsal emitters
dorsal shield junction
Dougherty, Admiral Matthew
Douglas, Lt.
Douglas, Sarina
Dreadnought
dream species
Driscoll, Seamus
drone [1]
drone [2]
Drovana, I.K.S.
Druoda
Du Bois, W. E. B.
Ducane, Lt.
Duchamps
Dumah
Dunes
Dungeon of Pain
Duran'Adar
dynamic tail fins



▶ **Admiral Matthew Dougherty was fully aware of the Son'a plan to relocate the Ba'ku to another world in order to harvest their planet's metaphasic rings.**



▶ **The Delta Quadrant life forms known as the 'dream species' could communicate with humans only while they were sleeping.**





Driscoll, Seamus

Congenial resident of **Fair Haven**, a holodeck village created by **Tom Paris**. Driscoll liked limericks and liquor and seemed to frequently be on the outs with his wife. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 29, 71**

▶ **Seamus Driscoll wore a bowler hat and was always on the lookout for friends who would be willing to lend him money.**

drone [1]

Member of the **Borg collective** assimilated from a variety of species and altered with implants and **nanotechnology**. Borg drones do not function as individuals, but as components of an interconnected system. (*Starship Log: 'Q Who?' [TNG]; 'Emissary' [DS9]; 'Death Wish' [VOY]; Star Trek: First Contact*) **SEE FILES 15, 40, 52, 69, 70, 71, 79**

▶ **Borg drones come from many species, although some drones are born into the collective. Once assimilated, they belong to a hive mind.**



drone [2]

Small, automated flying devices programmed by the **Son'a** and sent to the **Ba'ku** planet to search for people, and mark them with **isolinear tags**. (*Starship Log: 'Star Trek: Insurrection'*) **SEE FILES 18, 59, 80**

Drovana, I.K.S.

Vor'cha-class Klingon Battle Cruiser badly damaged near **Bajoran** space in 2372, while secretly laying a minefield. The *Drovana* was towed to **Deep Space Nine**, where **Worf** stole the mine's detonation codes. (*Starship Log: 'The Sons of Mogh' [DS9]*) **SEE FILES 11, 34, 70**



▶ **The Drovana sentient missile understood that its mission had to be aborted, and self-destructed to stop its fellow bombs.**

Druoda

Technically advanced civilization in the **Delta Quadrant** and architects of the **Long-Range Tactical Armor Units**. The Druoda accidentally launched an armada of mass destruction that, in 2375, threatened the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Warhead' [VOY]*) **SEE FILES 60, 71**

Du Bois, W. E. B.

Earth writer from the first half of the 20th century, whose sociology training helped him write about and take action to end racism against black people. Du Bois was an inspiration to the **Benny Russell** persona experienced by **Benjamin Sisko**. (*Starship Log: 'Far Beyond the Stars' [DS9]*) **SEE FILES 43, 70**

Ducane, Lt.

Male **Federation** officer from the 29th century. Ducane served on the **U.S.S. Relativity NCV-474439-G**, a timeship, under **Captain Braxton**. He recruited **Seven of Nine** and **Captain Janeway** to resolve a massive temporal incursion. (*Starship Log: 'Relativity' [VOY]*) **SEE FILES 31, 43, 71**

▶ **Lt. Ducane came to realize that his commanding officer was insane and dangerous.**



Duchamps

Holographic character in **Dr. Bashir's** secret agent scenario. Duchamps ran a casino while in the employ of **Dr. Hippocrates Noah**. A 2372 sabotage incident temporarily fused **Worf's** image with the consciousness of Duchamps. (*Starship Log: 'Our Man Bashir' [DS9]*) **SEE FILES 27, 43, 70**

Dumah

Representative from the **Delta Quadrant's B'omar Sovereignty**. Dumah and **Gaumen** visited the **U.S.S. Voyager NCC-74656** to discuss terms and conditions for traveling through B'omar space. (*Starship Log: 'The Raven' [VOY]*) **SEE FILES 18, 40, 71**

Dunes

Hotel in a region of Earth known as the Las Vegas strip. **Vic Fontaine**, **Odo**, and two female companions had reservations at the Dunes to see the performance of comedian **Shecky Greene**. (*Starship Log: 'His Way' [DS9]*) **SEE FILE 70**

Dungeon of Pain

A room in **Dr. Chaotica's Fortress of Evil**. When **Captain Janeway** participated in the **Captain Proton** holoprogram, **Tom Paris** warned her that Chaotica could restrain her in this unpleasant location. (*Starship Log: 'Bride of Chaotica!' [VOY]*) **SEE FILES 29, 43, 71**



▶ **Captain Janeway seemed to thoroughly enjoy taking on the role of Arachnia, Queen of the Spider People, and was not at all put off by the threat of being incarcerated in the evil Dr. Chaotica's Dungeon of Pain.**

Duran'Adar

Jem'Hadar soldier under **Kudak'Etan**; he was the group's Sixth. Duran'Adar helped capture the **U.S.S. Defiant NX-74205** in 2374 and would have executed a *Defiant* crew member if **Captain Sisko** had not agreed to repair his ship. (*Starship Log: 'One Little Ship' [DS9]*) **SEE FILE 70**

dynametric tail fins

Cosmetic embellishment to the **Delta Flyer's nacelles**. During the ship's design, **Tom Paris** argued that dynametric tail fins made the ship look fast and mean and would discourage violent encounters. (*Starship Log: 'Extreme Risk' [VOY]*) **SEE FILES 29, 43, 71**